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1. Gameplay

1.1. Game basics

Crash Bandicoot Nitro Kart 3D is a fast-paced and zany arcade-action racing game, sprinkled liberally with traps, weapons, and power ups. The basic premise is very simple: to cross the finishing line before your opponents. However, this is more difficult than it seems, as your foes will do their best to impede your progress every step of the way.

1.1.1. Controls

The controls are straightforward and easy to master. The game offers the possibility of auto-acceleration, which is on by default. When this is turned on, your Kart always accelerates unless you brake.

Steering controls are reconfigurable in the game options. The default settings in portrait orientation are:

- Accelerate – **Key 2**
- Brake – **Key 8**
- Left – **Key 4**
- Right – **Key 6**
- Jump – **Key 5**
- Use item – **Key 0**
- Drift left – **Key 1**
- Drift right – **Key 3**

1.2. HUD

In-game HUD

- Race timer: shows time spent in current race.
- Wumpas collected: shows current number of Wumpa fruit collected.
- Character portraits: shows which character is in 1st, 2nd, 3rd, and 4th places.
- Item collected: shows stored item, if available.
- Lap: shows current lap number and total number of laps.
- CRASH letters: shows which letters are collected. This appears briefly when a letter is collected, then disappears to preserve space on the screen.
- Mini-map: shows track outline and character location.
- Position: shows what place your character is in.

In a time trial, the HUD does not display the Crash gauge, power up, character position, or Wumpas collected.
In Story mode, the HUD sometimes contains extra information.

1.3. Weapons and collectibles

Crates containing weapons and helpful items are scattered throughout levels. Crates have preset locations in each level, but their contents are randomized. Crates disappear once collected, but respawn after a few seconds.

Collect items by driving over them with the Kart. Once an item is collected, its icon appears in the HUD. Only one item can be held at any time. Until you have used it, no new items can be collected.

1.3.1. TNT

When activated, a box of explosive TNT is released behind the Kart. If any Kart (including the player who released the TNT) drives into it, it explodes and sends the unlucky Karter spinning. New items can be collected and used as soon as the TNT has been released.

1.3.2. Missiles

Missiles are fired from the front of the Kart. They zoom along the track at a high speed, and home in on any Kart they encounter. Once they hit a Kart, they explode and throw the Kart into the air. If the Kart it approaches has a shield activated, the Missile explodes without causing any damage. New items can be collected and used as soon as the Missile has been fired.

1.3.3. Tropy Clock

The Tropy Clock is a great way to come from behind and catch up with the pack. If a player is lucky enough to get one, they can slow down time for all opponent Karts, reducing their speed to a crawl for a few seconds. New items can be collected as soon as a Tropy Clock has been activated, but they cannot be used until the effects of the Clock have worn off. Other Karts cannot activate items while they are affected by the Tropy Clock.

1.3.4. Speed Boost

Speed Boost items give a short boost of speed. Players are still vulnerable to Bombs, Missiles, and the Tropy Clock while boosted (the Tropy Clock immediately cancels the effect of a boost item). New items can be collected as soon as a Speed Boost has been activated, but they cannot be used until its effects have worn off.

1.3.5. Bomb

Bombs are thrown forward from the front of the Kart. When thrown, a Bomb will bounce against the sides of the track for a while before detonating. If a Kart gets too close to it, it will explode and affect all Karts that are unlucky enough to be nearby. Any Kart that is near a Bomb when it goes off will be thrown into the air. New items can be collected and used as soon as a Bomb has been dropped.

1.3.6. Shield

Once a Shield has been activated, your Kart is surrounded by a force-field bubble, protecting it from Bombs and Missiles for a few seconds. Players are still affected by the Tropy Clock while under a Shield, however. New items can be collected as soon as a Shield has been activated, but they cannot be used until the effects of the Shield have worn off.

1.3.7. Aku-Aku

The Aku-Aku mask is a powerful artifact that gives the player a boost of speed and allows them to send their opponents flying if they bump into them. New items can be collected while the Aku-Aku mask is active, but they cannot be used.

1.3.8. Kart Jacking

The Kart Jacking item allows you to teleport and change places with the Kart in front of you in the race. However, if you activate it while you are in first place, it will have no effect.

1.3.9. Cursed Candle

Not the most powerful item, but probably the most annoying. When activated, the cursed candle causes the screens of all opponents to shrink to a tiny ring for a few seconds, making steering very difficult and accidents almost certain (the screen of the player who activated it will remain normal, of course). Aside from the screen being black, the game continues as usual; items can be activated and items already activated are retained.

1.3.10. Oilcan

Releases a drop of fat, slippery oil behind the Kart. If an opponent drives over it, their steering will deteriorate for a short while. The drop stays on the track for the entire race, or until driven over. New items can be collected and used as soon as the oil has been released.

1.4. Environmental objects

There are a variety of static and moving objects around the tracks that either help or hinder your progress in one way or another.

1.4.1. Holes

At certain points on the tracks, the ground has fallen away and holes have opened up. These must be avoided; if you should fall down one, you will have to spend precious time being hauled back up before continuing the race. Some holes are small and can be jumped over; some are larger and must be circumvented.

1.4.2. Ramps & jumps

Ramps are helpful objects that cause you to jump when you drive over them. Sometimes they are located in front of an obstacle to allow Karts to clear it without crashing. Sometimes they must be used to collect hard-to-reach items or bonuses. If you time a jump at the very end of the ramp, you will get an additional short boost of speed on landing.

1.4.3. Boost Pads

Boost Pads are sections of the track that cause the Kart to accelerate rapidly when they are driven over. They are marked with rainbow colors, and can often be found near ramps to ensure sufficient speed when going for a jump. If you drive over a Boost Pad while a Speed Boost item is active, the item effect will be removed and replaced with the Boost Pad effect.

1.4.4. Puddles

In some places, puddles impede your progress. If you drive through a puddle, you will lose some speed.

1.4.5. Blockers

Blockers are static or moving obstacles that impede your progress and add difficulty to races.

Most blocker objects move across the track or appear and reappear in some way, making it even more difficult to avoid them. These include:

- Crabs walking back and forth across the track
- Rolling logs: huge tree-trunks rolling across the track and crushing the unwary Karter
- Rolling barrels: huge wooden barrels rolling over the track
- Cannonballs flying at high speeds up and down the track
- Meteorites bobbing up and down in the sky
- Boulders bouncing and rolling across the track
- Hammers swinging from left to right across the track
- Lasers flickering on and off across the track

When you collide with a blocker, you will stop or, in some cases, get flattened, which causes you to slow down for a few seconds.

1.4.6. The "Crash gauge"

In some levels, the letters C, R, A, S, and H are scattered in difficult-to-reach places, requiring you to jump or drive in a skilled manner to collect them. If you manage to collect them all in one race, you will unlock an additional character. The first two characters may be unlocked in the first Cup, the next two in each remaining Cup. Initially, Crash and Cortex are available to select.

1.4.7. Wumpa fruit

There are Wumpa fruit to collect on each track, both single fruits and entire boxes. Like item crates, boxes respawn a short while after being collected but single fruit do not. When ten fruits have been collected, a "super mode" is unlocked, making you accelerate faster and slightly increasing your top speed. However, if you bump into something, are struck by a weapon, or fall off the track, you will lose fruit and the bonus until ten fruits have been collected again.

2. Game modes

2.1. Quick Race

The Quick Race mode is accessible directly from the main menu. Quick Race allows you to start a race instantly, with a character and track randomly chosen from the characters and tracks unlocked on the device. Quick Races are otherwise just like regular races, with opponents, Karts, items, etc.

2.2. Cups

The Cups mode is the main game mode. It is divided into three Cups with four tracks/races in each. Points are awarded for your place in each race. Once you've played all the tracks in the Cup, the final score is calculated. Finish the Cup as one of the three best racers (bronze, silver, or gold) to clear it and unlock the next Cup. Place first in the first Cup to unlock Story mode.

	Track 1	**Track 2**	**Track 3**	**Track 4**
N-Tropy Cup	Egypt course 1	Outer Space course 1	Grassland course 1	Adventure course 1
Wumpa Cup	Egypt course 2	Outer Space course 2	Grassland course 2	Adventure course 2
Aku-Aku Cup	Egypt course 3	Outer Space course 3	Grassland course 3	Adventure course 3

Before you start a Cup, select any unlocked character to control. You will play that character in all races for that Cup and can only change characters by restarting the Cup from the beginning or by finishing the Cup.

2.3. Time Trial

All the tracks in a cleared Cup will be available to play as single races, to compete for the best time or just to practice.

Time Trial races are run with just one player, with the goal of getting the best time possible. The current best Time Trial race is stored as a *ghost race*, an exact replication of the movements of the Kart throughout the level.

2.4. Story mode

In Story mode, the main objective is not always to finish first, but to complete a specific objective for each track. Before the start of a mission race, a short description of the objective is shown. The missions must be completed in order; clearing the first mission unlocks the second and so on.

3. Tracks

Crash Bandicoot Nitro Kart 3D features twelve tracks, divided across four different environments, or "worlds."

	Grassland Rolling hills and gentle landscapes.
	Egypt Kart racing under the punishing desert sun.
	Adventure The wild badlands of N. Sanity Island. Burning lava flows and rocky mountains.
	Outer Space Oxide's home world in deep, cold space.

4. Characters

4.1.1. Crash Bandicoot

Crash is a well-balanced character. He is an everyman character who suits most people. His balanced performance is especially suitable for beginners.

4.1.2. Coco Bandicoot

Coco is a small and agile character, with an excellent rate of acceleration and good handling, but with slower top speed. Her petite size puts her at a disadvantage against larger, heavier characters in tackles, collisions, and tight situations. Coco is initially locked but can be unlocked by collecting enough Wumpa fruit.

4.1.3. Yaya Panda

Yaya's cute and cuddly appearance hides a crazy love for extreme speeds! It might take her a while to get up to speed, but once she is rolling at full steam, she can move like few others! Her petite frame and light weight give her excellent corner-taking ability and control over her Kart. Yaya is initially locked but can be unlocked by collecting enough Wumpa fruit.

4.1.4. Dr. Neo Cortex

The evil genius Dr. Cortex has spent a lot of time fine-tuning and balancing every detail of his Kart, making him a character with no real weaknesses, but also without any outstanding strengths.

4.1.5. Ripper Roo

Ripper Roo is one of Dr. Cortex's experiments gone horrifically awry. Insane from massive over-exposure to the Evolvo-Ray, Ripper is more than a few nuts short of a granola bar. Due to his complete disregard of personal and public safety, his acceleration is among the best. His total lack of control, however, has a distinctly adverse effect on his handling. Ripper Roo is initially locked but can be unlocked by collecting enough Wumpa fruit.

4.1.6. Nitrous Oxide

Oxide is a true speed freak. His top speed is second to none, and his aggressive, extraterrestrial driving style makes him dangerous in tight situations. His acceleration and handling are a little weaker, however. Oxide is initially locked but can be unlocked by collecting enough Wumpa fruit.

5. Main menu

After launching the application, you will be presented with a Sound ON/OFF prompt. On the first launch of the application, you will also be presented with a Default language prompt. The language settings are also always available in the application settings.

The main menu root contains the following options:

- Quick Race
- Start Game
- Options
- N-Gage Arena
- Help
- About
- Switch to N-Gage
- Quit

5.1. Quick Race

Starts a Quick Race.

5.2. Start Game

This allows you to start a game in any of the unlocked game modes besides Quick Race.

5.3. Options

5.3.1. Sound

Adjust sound effect and music volumes, or toggle them on/off altogether.

5.3.2. Auto Acceleration

When auto-acceleration is off, you will need to manually control the gas pedal during races; when it is on, the car will accelerate as long as you do not press the brake.

5.3.3. Language

Switches among available languages.

5.3.4. Controls

Crash Bandicoot Nitro Kart 3D allows you to change the key configuration. Controls can be reset to the default setting by selecting the RESET option.

5.3.5. Show icons

Set player portraits in the HUD to ON or OFF.

5.3.6. Show mini-map

Toggles the HUD mini-map ON or OFF.

5.3.7. Switch view

Changes the display orientation on devices that support it.

5.3.8. Reset records

Resets the stored records. You must confirm the selection to proceed.

5.3.9. Reset progress

Resets all stored progress (Cups cleared, characters unlocked, etc.). You must confirm the selection to proceed.

5.4. N-Gage Arena

Here you are able to review the current Rankings on your device as well as the global Rankings. Of course, you can also submit your Rankings to the global list.

5.5. Help

The Help section contains all the information you need to set up and play all game modes.

5.6. About

The About screen shows the version number of the application, information about the publisher, developer, and the Fuse platform, copyright notices, and necessary contact and Web site information.

5.7. Switch to N-Gage

Switches focus to the N-Gage application.

5.8. Quit

Exits the game to the N-Gage application.

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